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UNITED STATES DISTRICT COURT
CENTRAL DISTRICT OF CALIFORNIA

RIOT GAMES, INC., a Delaware corporation,

Case No. 2:23-cv-3504

Plaintiff,

V.

T2M, INC., a Minnesota corporation;
T2M SPORTS, INC., a Massachusetts
corporation; and DOES 1-50.

COMPLAINT FOR FEDERAL TRADEMARK INFRINGEMENT (15 U.S.C. § 1114)

DEMAND FOR JURY TRIAL

Defendants.

Plaintiff Riot Games, Inc. (“Riot Games” or “Plaintiff”) brings this Complaint against Defendants T2M, Inc. and T2M Sports, Inc. (collectively, “T2M” or “Defendants”) for federal trademark infringement in violation of the Lanham Act, 15 U.S.C. § 1114, *et seq.*, and alleges as follows:

INTRODUCTION

1. Fame has value. Companies with products aimed at consumers pay handsomely to affiliate with celebrities, influencers, and famous brands, and for good reason: it drives sales. Riot Games, affectionately known by its consumers as Riot, has such fame. Its flagship game, League of Legends, which spawned the esports phenomenon, the League of Legends World Championship, is known worldwide and

1 is still one of the world's most popular PC games nearly 14 years after it was first
2 released. Gaming-peripheral makers have sought for years to affiliate with Riot
3 Games, knowing that even the suggestion of a Riot Games sponsorship allows their
4 products to be seen above the noise of competition. For this reason, Riot Games is
5 highly selective in who it allows to use its name, and, well-aware of the value of its
6 brand, such licensing from Riot Games is not cheap.

7 2. But why seek a license when you can simply slap the Riot name on your
8 product? That is what T2M thought and did. Unable to fund a media blitz sufficient
9 to gain brand awareness for its peripherals, T2M simply included “Riot” in the name
10 of its game controller, the equivalent of a fledgling basketball shoe company calling
11 their new boots Curry, James, or Lebron. To make it more obvious that they were
12 trying to benefit off of Riot Games’s goodwill, T2M used the League of Legends
13 World Championship in name, without authorization or license, in its early efforts to
14 raise capital by crowdfunding. This is exactly the conduct that the Lanham Act
15 prohibits.

16 3. T2M's free ride must now come to an end. Despite T2M's contention
17 that gamers know the difference between Riot Games's products and T2M's
18 peripherals, actual confusion has already occurred. Since T2M refuses to back down,
19 hoping to garner all revenues it can before it is forced to change its products' names,
20 Riot Games is forced to file this lawsuit to protect its brand and reputation.

THE PARTIES

22 4. Plaintiff Riot Games, Inc. is a corporation organized pursuant to the
23 laws of Delaware with a principal place of business in Los Angeles, California. Riot
24 Games is one of the world's leading video game developers and international esports
25 operators. By always putting player experience first and above all else, Riot Games
26 has garnered an extremely loyal customer, player, and fan base.

27 5. Plaintiff is informed and believes, and on that basis alleges, that
28 Defendant T2M, Inc. is a corporation organized pursuant to the laws of Minnesota

1 with a principal place of business in Golden Valley, Minnesota as well as a principal
 2 place of business in Pembroke, Massachusetts. Plaintiff is informed and believes, and
 3 on that basis alleges, that T2M, Inc. was previously T2M, LLC until it converted to
 4 a corporation in January of 2022.

5 6. Plaintiff is informed and believes, and on that basis alleges, that Defendant
 6 T2M Sports, Inc. is a corporation organized pursuant to the laws of
 7 Massachusetts with a principal place of business in Golden Valley, Minnesota as well
 8 as a principal place of business in Pembroke, Massachusetts.

9 7. Plaintiff is informed and believes, and on that basis alleges, that Does
 10 1-50 are persons or entities responsible in whole or in part for the wrongdoing alleged
 11 herein (“Doe Defendants”). Each of the Doe Defendants participated in, ratified,
 12 endorsed, and/or was otherwise involved in the acts complained of, and they have
 13 liability for such acts. Plaintiff will amend this Complaint if and when the identities
 14 of such persons or entities and/or the scope of their actions become known.

15 JURISDICTION AND VENUE

16 8. Pursuant to 15 U.S.C. § 1114, this Court has subject matter jurisdiction
 17 over Plaintiff’s claims for relief for violation of the Lanham Act.

18 9. Plaintiff is informed and believes, and on that basis alleges, that this
 19 Court has personal jurisdiction over Defendants because they have extensive contacts
 20 with, and conduct business within, the State of California and this judicial district;
 21 Defendants have advertised and promoted their products and services in this judicial
 22 district; the causes of action asserted in this Complaint arise out of Defendants’
 23 contacts with this judicial district; and because Defendants have caused tortious
 24 injury to Plaintiff in this judicial district.

25 10. Venue is proper in this judicial district under 28 U.S.C. § 1391(b)
 26 because Defendants have extensive contacts with, and conduct business within, the
 27 State of California and this judicial district; Defendants have advertised and
 28 promoted their products and services in this judicial district; the causes of action

1 asserted in this Complaint arise out of Defendants' contacts with this judicial district;
 2 and because Defendants have caused tortious injury to Plaintiff in this judicial
 3 district.

4 **FACTS COMMON TO ALL CLAIMS FOR RELIEF**

5 ***Riot Games***

6 11. Riot Games was founded in September of 2006.

7 12. Once a scrappy startup, Riot Games has evolved into one of the world's
 8 most well-known video game developers and a leading force in the explosive new
 9 arena of esports. The Riot Games community refers to Riot Games in shorthand as
 10 Riot, as no other video game developer in the world uses the word in their name.

11 13. In 2009, Riot Games released its debut title, League of Legends, which
 12 took the industry by storm and has gone on to be the most played personal computer
 13 ("PC") game in the world.

14 14. Between June of 2011 through July of 2012, League of Legends players
 15 logged nearly 1.3 billion hours of gameplay. By 2014, League of Legends had 27
 16 million players ***daily*** and 67 million monthly. By October 2021, Riot Games
 17 announced that it had reached 180 million monthly players across its game titles set
 18 in Runeterra, the League of Legends universe.

19 15. In 2011, Riot Games held its first ever League of Legends World
 20 Championships, which garnered over 1.3 million viewers. Only nine years later in
 21 2020, the League of Legends World Championships attracted 44 million concurrent
 22 viewers. By 2021, the League of Legends World Championships had the most
 23 participants and the most spectators of any esports event in the world.

24 16. The exponential growth of League of Legends necessarily caused a
 25 parallel growth of Riot Games such that consumers of the video game industry
 26 automatically associate League of Legends with Riot Games.

27 17. Its success with League of Legends further allowed Riot Games to
 28 branch into other areas of the video game industry, such as the development of mobile

games. It further opened the door to several licensing partnerships with video game and computer hardware and accessory makers.

18. More recently, Riot Games has seen worldwide success with its new game, Valorant.

19. Within the first month of its official release in June of 2020, Valorant reached an average active player count of 15 million. This number remains the monthly average of active players almost three years later, a feat only a handful of video games have achieved.

20. Valorant's release was also met with immediate praise from critics and recognition as a nominee of the Game Awards, for which it received nominations for Best Community Support, Best Multiplayer Game, and Esports Game of the Year in 2020, only months after its release. Valorant has been nominated for Esports Game of the Year by the Game Awards every year since its release and ultimately won in 2022. Valorant was also nominated by the BAFTA Awards for Best Multiplayer Game and EE Game of the Year in 2021.

21. In November 2020, due to the overwhelming popularity of the game, Riot Games announced the first Valorant Champions Tour, an esports tournament series, in which 10,000 teams ultimately competed. The Washington Post has slated the Valorant Champions Tour to become the “next big esport.”¹

22. The popularity of Valorant necessarily caused a parallel growth of Riot Games such that consumers of the video game industry automatically associate Valorant with Riot Games.

23. Valorant's success has also allowed for further partnerships between Riot Games and gaming peripheral makers.

Riot Games's Mobile Games

24. As the rise of popularity for mobile games became more apparent, Riot

¹ <https://www.washingtonpost.com/video-games/esports/2022/07/25/valorant-partners-esports/>

1 Games sought to meet the demands from its players to create mobile games in
 2 addition to PC games.

3 25. On March 19, 2020, Riot Games released Teamfight Tactics, a spinoff
 4 game of League of Legends, for mobile users. The game was available as a
 5 standalone app for Android and iOS. Within its first seven days, Teamfight Tactics
 6 had 3.6 million mobile downloads. By July 2021, Teamfight Tactics had more than
 7 15 million mobile downloads.

8 26. On April 30, 2020, Riot Games released Legends of Runeterra for
 9 mobile, another League of Legends spinoff game. Within a year, the game received
 10 almost 13 million mobile downloads.

11 27. Later in 2020, Riot Games released another mobile game called League
 12 of Legends: Wild Rift. The game was released in closed beta on October 27, 2020,
 13 with multiple expansions of the beta over the course of the next couple months. The
 14 open beta launched in the Americas on March 29, 2021 and recorded 6 million
 15 downloads just on the day of release. The global total of mobile downloads of the
 16 game by then surpassed 32 million.

17 28. Currently, Riot Games is developing a mobile version of Valorant to
 18 meet the demands from players to be able to play the game on the go.

Riot Games's Xbox Partnerships

19 29. In or about June of 2022, Riot Games announced that all of its biggest
 20 titles would be available on Xbox's Game Pass, which is Microsoft's video game
 21 subscription service that allows Xbox users to download and play games on their
 22 Xbox devices.

23 30. These games include PC games League of Legends and Valorant as well
 24 as mobile games Teamfight Tactics, League of Legends: Wild Rift, and Legends of
 25 Runeterra.

Riot Games in the Gaming Hardware Space

26 31. Though Riot Games was founded as a video game developer and

1 publisher, it has expanded beyond the creation of games and into licensing its brand
2 for gaming hardware and computer accessories, such as mice, keyboards, headsets,
3 and chairs for the gaming consumer.

4 32. Riot Games's initial expansion into the space was led by the global
5 success of League of Legends and resulted in a multitude of partnerships with video
6 game hardware and electronics accessory brands, including, but not limited to, Razer,
7 AOC, Logitech G, Superplay, and Secretlab.

8 33. On or about March 5, 2013, Riot Games and Razer announced their
9 partnership to produce "Collector's Edition" peripherals that featured League of
10 Legends. This collection included a specially crafted gaming mouse optimized for
11 Multiplayer Online Battle Arena (MOBA) gaming, which featured six large,
12 mechanical thumb buttons and a custom League of Legends logo and detailed rune
13 script on its scroll wheel. The collection also included a League of Legends-branded
14 Razer Goliathus mouse mat designed to enhance swift movements during gameplay.

15 34. In or about March 2022, Riot Games and AOC announced their
16 partnership to produce the first computer gaming monitor inspired by League of
17 Legends and the game's iconic in-game Hextech technology. The monitor, entitled
18 the AGON PRO AG275QXL - AGON League of Legends Edition, sports a unique
19 design and special features crafted specifically for the MOBA experience. The
20 monitor also comes with an external remote that lets players conveniently switch
21 between game modes and adjust gaming features on the fly.

22 35. On or about October 12, 2021, Riot Games and Logitech G, a brand of
23 Logitech, announced their partnership and creation of a series of collectible League
24 of Legends PC gaming gear. This collection was designed with League of Legends's
25 proprietary Hextech look and feel across a multitude of products, including the
26 Logitech G PRO X Gaming Headset, the Logitech G PRO Wireless Gaming Mouse,
27 the Logitech G PRO Mechanical Gaming Keyboard, and the Logitech G840 XL
28 Gaming Mouse pad.

1 36. In or about March of 2021, Riot Games and Logitech G announced
2 another collaboration to expand its League of Legends special edition collection to
3 include peripherals featuring League of Legends's extremely popular in-game virtual
4 K-pop girl group, K/DA. These peripherals include the Pro K/DA Mechanical
5 Gaming Keyboard, the G502 Hero K/DA High-Performance Gaming Mouse, the
6 G333 K/DA Gaming Earphones, the G733 K/DA Lightspeed Wireless RGB Gaming
7 Headset, the G840 K/DA XL Gaming Mouse Pad, and the G305 K/DA Lightspeed
8 Wireless Gaming Mouse.

9 37. In or about July of 2022, Riot Games and Logitech announced a further
10 collaboration to produce a new collection of peripherals based on Star Guardian, a
11 series of parallel universe skins in League of Legends. These peripherals include the
12 Logitech G435 Wireless Star Guardian headset, the Logitech G413 TKL SE Star
13 Guardian keyboard, and the Logitech G502 HERO Star Guardian mouse.

14 38. On or about August 14, 2020, Riot Games and Superplay announced a
15 partnership to launch a phone accessories collection featuring League of Legends's
16 virtual K-pop girl group, K/DA. The collection encompasses 27 pieces that includes
17 K/DA-themed smartphone and AirPod cases. After seeing the success of the first
18 launch, Riot Games and Superplay announced a second K/DA All Out collection that
19 featured the same accessories with different designs of the K/DA members.

20 39. On or about September 30, 2019, Riot Games and Secretlab announced
21 a collaboration to provide special League of Legends branded gaming chairs for the
22 League of Legends World Championships. Secretlab has been the official gaming
23 chair sponsor of the League of Legends World Championships every year since,
24 coming out with new chairs for each year. Secretlab has also partnered with Riot
25 Games to create specially themed chairs in celebration of the premiere of Netflix's
26 series, Arcane, which is based on the League of Legends universe, and more recently,
27 to feature Valorant.

28 40. On most packaging for these items is Riot Games's name and logo,

visible for the consumer to see alongside the branding of the game title. However, the game titles are so connected to Riot Games that consumers automatically associate the two such that Riot Games doesn't ***need*** to include its name or logo for people to know the product is associated with it. Thus, the aforementioned peripherals that have League of Legends, K/DA, Valorant, and other game-specific branding on them are equal to the Riot Games name in consumers' minds.

41. Beyond these partnerships, which Riot Games continues to foster and enter into, Riot Games has on its own started to produce computer hardware, which it sells on its website, specifically including mousepads with various designs inspired by its video game titles and tournaments.

Riot Games's Marks

42. Since its formation, Riot Games has extensively promoted itself and its brand in the video game industry through a variety of media outlets, including through its website; various gaming influencers on Twitch and YouTube Live; and social media platforms, such as Facebook, Twitter, Instagram, Twitch, and YouTube. Screen captures of Riot Games's Facebook, Twitter, Instagram, Twitch, and YouTube accounts that were taken on May 3, 2023 are attached to this Complaint as Exhibit 1. As can be seen from Exhibit 1, Riot Games's Facebook page has over 1.4 million likes; Riot Games's Twitter account is being followed by over 2.7 million Twitter users; Riot Games's Instagram account has over 1.1 million followers; Riot Games's Twitch account has over 6.5 million followers; and Riot Games's YouTube page has over 480,000 subscribers. Riot Games has invested substantial sums in media and related content to promote itself and its brand.

43. To protect the investment in and to the brand, Riot Games owns the following US trademark registrations:

- a) Registration No. 4641399 for RIOT in IC 25 and 28
 - b) Registration No. 4597374 for RIOT GAMES in IC 16, 25, and 28

- 1 c) Registration No. 4667930 for RIOT GAMES & DESIGN in IC
2 25 and 28
- 3 d) Registration No. 6284055 for RIOT TABLETOP in IC 28
- 4 e) Registration No. 6284080 for RIOT TABLETOP & Design in IC
5 28
- 6 f) Registration No. 4109440 for RIOT GAMES in IC 09, 38, and 41
- 7 g) Registration No. 6411893 for RIOT GAMES in IC 42
- 8 h) Registration No. 6398114 for RIOT GAMES & Design in IC 09
- 9 i) Registration No. 6782705 for RIOT GAMES & Design in IC 09
- 10 j) Registration No. 4233498 for RIOT GAMES & Design in IC 9,
11 38 and 41
- 12 k) Registration No. 6404044 for RIOT GAMES & Design in IC 41
- 13 l) Registration No. 6398115 for RIOT GAMES & Design in IC 35
- 14 m) Registration No. 6398121 for RIOT GAMES & Design in IC 42
- 15 n) Registration No. 6583951 for RIOT GAMES & Design in IC 38
- 16 o) Registration No. 6583952 for RIOT GAMES & Design in IC 38
- 17 p) Registration No. 4720579 for RIOT PIN in IC 36 and 42
- 18 q) Registration No. 4146255 for RIOT POINTS in IC 41
- 19 r) Registration No. 6754816 for RIOT FORGE & Design in IC 09
- 20 s) Registration No. 6719318 for RIOT FORGE in IC 42
- 21 t) Registration No. 6230123 for RIOT VANGUARD in IC 09
- 22 u) Registration No. 6230125 for RIOT VANGUARD in IC 42
- 23 v) Registration No. 6230124 for RIOT VANGUARD in IC 41

24 (collectively, the “RIOT Marks”). The registration certificates for each registration
25 are collectively attached to this Complaint as Exhibit 2.

26 44. Since September 2006, Riot Games’s use of the RIOT Marks has been
27 extensive, continuous, and substantially exclusive.

28 45. Riot Games has made, and continues to make, substantial investments

1 of time, effort, and money in the development, production, and promotion of itself
 2 and its brand through the use of the RIOT Marks.

3 46. The RIOT Marks are unique and distinctive and, as such, designate a
 4 single source of origin. Specifically, no other video game developer has the word
 5 “riot” in its name and the significance and fame of the word in the industry was
 6 established only through Riot Games’s efforts to achieve widespread fame for itself
 7 and the RIOT Marks.

8 47. As a result of Riot Games’s efforts and use, the RIOT Marks have come
 9 to be recognized by the public and members of the video game community as being
 10 associated exclusively with Riot Games.

11 48. Riot Games expends substantial effort and expense to protect the RIOT
 12 Marks’ distinctiveness in the marketplace and further extensively polices
 13 unauthorized use of the RIOT Marks.

14 49. The RIOT Marks are a property right of incalculable value as they have,
 15 for the last 17 years, enjoyed unquestionable fame as a result of the favorable general
 16 public acceptance and recognition.

T2M’s Willful Infringement of RIOT

18 50. On March 28, 2018, 12 years after Riot Games was founded and almost
 19 a decade after League of Legends was released, T2M was founded by Fraser Townley
 20 for the specific purpose of launching video game peripherals.

21 51. T2M was not the first company founded by Mr. Townley and certainly
 22 was not his first encounter with the video game industry. In fact, when questioned in
 23 the proceeding before the Trademark Trial and Appeal Board (the “TTAB”) about
 24 his experience in the video game industry, Mr. Townley described himself as having
 25 “been at the birth of home computing/console gaming. I was at the revolution of
 26 moving to . . . Nintendo and Sega, which was the true console, with cartridges that
 27 you dropped in. And I was at the beginning of the mobile gaming revolution. So I’ve
 28 always been involved somewhere along the line in gaming.”

1 52. Since 1984, Mr. Townley has immersed himself in the computer and
 2 video gaming industry. Originally from the United Kingdom, Mr. Townley started at
 3 a company called Dixons Retail plc, one of the largest consumer electronics retailers
 4 in Europe, to start their home computer game division in 1984.

5 53. Mr. Townley later moved to Kingfisher plc, where he became a video
 6 game buyer and was part of the launch of Sega and Nintendo in the United Kingdom.

7 54. Eventually, after having moved to the United States, Mr. Townley
 8 founded his own company called Gamevice, a mobile console gaming manufacturer
 9 that still exists today, though Mr. Townley is no longer involved with the company.
 10 As president of Gamevice, Mr. Townley's job responsibilities included being ahead
 11 of the times in the video game industry and working with numerous video game
 12 developers to create mobile-controller-compatible versions of their games.

13 55. In March of 2018, Mr. Townley founded T2M with the specific goal of
 14 launching a new video game controller under the name "Rotor Riot":



24 56. As seen from the packaging of the video game controller, "Riot" is the
 25 dominant word in the brand name, with the word "Rotor" barely visible at the top.

26 ///

27 ///

28 ///

1 57. In fact, it has always been T2M's goal to have "Riot" as the
 2 distinguishing word in its branding, both under "Rotor Riot" and the new name it
 3 adopted in 2021, "RiotPWR." As Mr. Townley admitted in the TTAB proceeding,
 4 the word "Riot" is "the bit that gets recognized." For this reason, T2M's new
 5 packaging under the name "RiotPWR" remained visibly similar when it launched the
 6 new brand in November of 2021²:



18 58. It has also always been T2M's goal to enter the world of esports and
 19 mimic the success of Riot Games's League of Legends World Championship.
 20 Through an online fundraising platform called Netcapital, T2M explained that it
 21 wanted to create an esports tournament for mobile games as big as the League of
 22 Legends World Championship. To this end, Mr. Townley also founded a company
 23 called T2M Sports, Inc. that solely focuses on esports.

24 59. Throughout all this time, however, Mr. Townley admits that he knew
 25 Riot Games had partnerships with multiple gaming hardware and computer accessory

27 2 Plaintiff is informed and believes, and thereupon alleges, that the Xbox Game Pass
 28 one-month subscription was not a feature on T2M's packaging until sometime in
 2022.

1 and peripheral manufacturers that featured some of Riot Games's hit titles, such as
 2 League of Legends. But he conveniently denies that he connected the dots between
 3 the video game titles with Riot Games.

4 60. In fact, Mr. Townley suggests that there is no conflict between T2M's
 5 use of "Rotor Riot" or "Riot PWR" because he's "not aware of any relationship where
 6 peripheral manufacturers utilize the word 'Riot Games.'" Clearly, any real gamer
 7 would know the association between Riot Games and any of the games it has
 8 developed, not to mention someone who has based their whole career in the video
 9 game industry "since its birth."

10 61. Mr. Townley's claims are also made in the face of his own admissions
 11 in the TTAB proceeding that he stays "ahead of the times" and ahead of trends in the
 12 video game industry as well as his admission that he regularly works with video game
 13 developers, including Riot Games, who he allegedly approached in 2021, to discuss
 14 controller-compatibility.

15 62. T2M does not intend to stop at just its mobile game controller, however.
 16 T2M intends to expand into the PC gaming hardware space with the manufacture and
 17 sale of headphones, keyboards, and mice.

18 63. As outlined above, Riot Games is already occupying the video game
 19 accessory and peripherals space, and specifically including the PC gaming hardware
 20 space, with partners like Razer and Logitech, which T2M considers its competitors
 21 in the space. Yet, knowing this, T2M intends to tread into that space – further than it
 22 already has – with Riot Games's well-established name.

23 *The Trademark Trial and Appeal Board Proceeding*

24 64. In 2021, T2M³ filed three applications (the "Applications") to register
 25 the mark "RiotPWR" in international class 28 in the following forms:

26 ///

27

28 ³ At the time it filed the Applications, T2M was still a limited liability corporation.



6) See generally Ex. 3.

7) 65. Upon publication, Riot Games promptly contacted T2M in the hopes of
 8) amicably resolving concerns over consumer confusion. T2M had no interest in this.
 9) As a result, Riot Games filed an opposition before the TTAB.

10) ***Harm to Riot Games and the General Public Through Actual Confusion***

11) 66. T2M's use of RIOT or any similar designation thereto, creates a
 12) likelihood of confusion as to the source, sponsorship, affiliation, or endorsement of
 13) T2M's goods and services, and is likely to falsely suggest a sponsorship, connection,
 14) license, or association of T2M, Rotor Riot, and RiotPWR with Riot Games.

15) 67. Specifically, Riot Games is already in the video game accessory and
 16) computer hardware space and has been since as early as 2013. This is the same space
 17) in which T2M is attempting to establish its RiotPWR brand and which Mr. Townley
 18) admittedly wants to be known as "Riot." Further, T2M's controller is practically
 19) identical to an Xbox controller and, as of sometime in 2022, started offering on its
 20) packaging a one-month subscription of Xbox Game Pass. As outlined above, Riot
 21) Games has a number of hit titles available on Xbox Game Pass since June of 2022.
 22) Such overlap with Xbox only adds further confusion to the use of the word "riot" in
 23) T2M's branding of its controller.

24) 68. Demonstrating beyond a likelihood of confusion, multiple consumers of
 25) T2M's video game controller have demonstrated *actual* confusion in the time that
 26) T2M has argued that there would be no likelihood of confusion between its products
 27) under "Riot PWR" or "Rotor Riot" and Riot Games's goods and services.

28) 69. On April 3, 2020, a consumer of T2M's video game controller submitted

1 a “ticket” via Riot Games’s Player Support page that reads: “i just bought a riot rotor
2 controller for iphone but the internal battery only charges when connected to the
3 phone, and only until the first red led. i was wondering if normal or should as i think
4 it charges to max when not connected to the phone. thanks.”⁴ Ex. 4.

5 70. Similarly, on July 7, 2022, another consumer of T2M’s video game
6 controller submitted a “ticket” via Riot Games’s Player Support page that reads:
7 “Hello, I bought a riot Lightning rotor controller on the Apple site on 08/09/2021.
8 Today I have a big problem when using the lower left trigger generates a problem of
9 poor contact and no longer works correctly. The product is still under warranty what
10 can you do for me! My Apple order reference is W792802381.”⁵ Ex. 4.

11 71. These instances of *actual* confusion give Riot Games well-warranted
12 concern that T2M's video game controller, as well as any other T2M products using
13 the name "Riot," are riding on the shoulders of Riot Games's well-established place
14 in the marketplace.

T2M's Continued Infringing Use of RIOT

16 72. Since its launch of the video game controller in 2018, T2M has been
17 continuously using and promoting “Riot” in relation to its goods and services, and it
18 does so with the intention that people gravitate towards its product and remember it
19 by the word “Riot.”

20 73. T2M's continued use of "Riot" has irreparably harmed Riot Games and
21 the Riot Games brand it has worked so hard to establish.

74. Similarly, T2M's continued use of "Riot" has irreparably harmed the general public, which has an inherent interest in being free from the confusion, mistake, and deception actually caused by T2M.

25 | //

⁴ The original ticket was submitted in Spanish. This is the English translation of the ticket.

⁵ The original ticket was submitted in French. This is the English translation of the ticket.

1 **FIRST CLAIM FOR RELIEF**
2 **Federal Trademark Infringement**
3 **15 U.S.C. §§ 1114**

4 75. Riot Games incorporates by reference the factual allegations set forth
5 above.

6 76. Riot Games owns the RIOT Marks and first used them in or about
7 September of 2006 when it was founded. While it was just a startup, Riot Games
8 made a name for itself since at least 2009 when it released its premier game, League
9 of Legends, which quickly received worldwide acclaim. The September 2006
10 founding of the company is more than 12 years prior to T2M's first use of the Riot
11 mark in 2018.

12 77. T2M's actions as described above and specifically, without limitation,
13 its willful use of the RIOT Marks in commerce to advertise, promote, market, and
14 sell its goods and services throughout the United States including California,
15 constitute trademark infringement in violation of 15 U.S.C. § 1114.

16 78. T2M's use of the RIOT Marks will likely cause confusion as to the
17 origin and authenticity of its goods and services and will likely cause others to believe
18 that there is a relationship between it and Riot Games when there is not.

19 79. Through its use of the RIOT Marks, T2M intended to, and did actually
20 confuse and mislead Riot Games's consumers into believing, and misrepresented and
21 created the false impression, that Riot Games somehow authorized, originated,
22 sponsored, approved, licensed, or participated in T2M's use of the RIOT Marks.

23 80. As a direct and proximate result of T2M's wrongful conduct, Riot
24 Games has been and will continue to be damaged. Riot Games has suffered and
25 continues to suffer damages in an amount to be proven at trial consisting of, among
26 other things, diminution in the value of and goodwill associated with the RIOT Marks
27 and injury and interference to its business and customer relationships, which can be
28 demonstrated through actual instances of confusion. Pursuant to 15 U.S.C. § 1117,

Riot Games is also entitled to recover damages in an amount to be determined at trial, profits made by T2M on sales of its goods and services, and the costs of this action.

81. Furthermore, T2M's actions were undertaken willfully with the knowledge that Riot Games was already using the RIOT Marks and with the intention of causing confusion, mistake, or deception, making this an exceptional case entitling Riot Games to recover additional treble damages and reasonable attorneys' fees pursuant to 15 U.S.C. § 1117.

PRAYER

WHEREFORE, Plaintiff prays for the following relief:

1. An injunction ordering T2M and its officers, directors, members, agents, servants, employees, and attorneys, and all other persons acting in concert or participating with them, to:

(i) cease all use and never use the RIOT Marks, or any other mark that includes any part of the RIOT Marks, or any other mark likely to cause confusion with the RIOT Marks, in connection with the promotion, advertising, offering for sale, or sale, of any goods or services;

(ii) never represent, suggest in any fashion to any third party, or perform any act that may give rise to the belief, that T2M, or any of its goods or services, are related to, authorized, or sponsored by Riot Games;

(iii) cease all use of domain names that contain the RIOT Marks and any similar domain names, and never register any domain names that contain any part of the RIOT Marks;

(iv) cease all use of any social media accounts and any similar accounts or social media websites that use the RIOT Marks or any part thereof, and never register any social media account that contains the RIOT Marks or any part thereof;

(v) withdraw the Applications; and

(vi) never apply for or seek to register any mark that is likely to cause

confusion with the RIOT Marks.

2. An order pursuant to 15 U.S.C. § 1116(a), directing T2M to file with the Court and serve upon Riot Games's counsel, within thirty (30) days after service of the order of injunction, a report in writing under oath setting forth in detail the manner and form in which T2M has complied with the injunction.

3. An order finding that, by the acts complained of above, T2M has infringed on Riot Games's trademarks in violation of 15 U.S.C. § 1114.

4. An order awarding Riot Games damages, pursuant to 15 U.S.C. § 1117, Riot Games's actual damages, as well as all of T2M's profits or gains of any kind from their acts of trademark infringement, including a trebling of those damages due to T2M's improper intent.

5. An order, pursuant to 15 U.S.C. § 1117, finding that this is an exceptional case and awarding Riot Games its reasonable attorneys' fees.

6. An order, pursuant to 15 U.S.C. § 1117, awarding Riot Games all of its costs, disbursements, and other expenses incurred due to T2M's unlawful conduct.

7. An order awarding Riot Games such other relief as the Court deems appropriate.

Dated: May 8, 2023

Fox Rothschild LLP

/s/ Meeghan H. Tirtasaputra

John J. Shaeffer

Meeghan H. Tirtasaputra

Attorneys for Plaintiff Riot Games, Inc.

Exhibit 1

FACEBOOK:



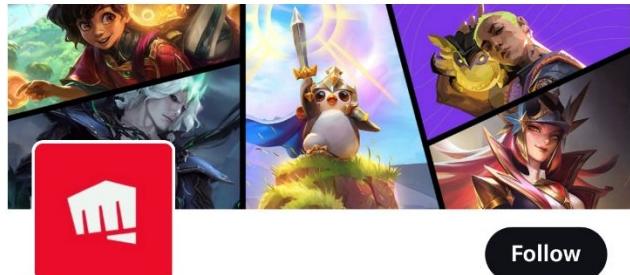
 **Riot Games** 
Video Game

 Like

 Follow 

[REDACTED] and 1,406,972
others like this

TWITTER:



 **Riot Games** 
@riotgames

 @leagueoflegends @TFT @PlayRuneterra @Wildrift
 & @playVALORANT
 @lolesports @valorantesports @arcaneshow
 @riotgamesmusic
 @RiotSupport
 GLHF

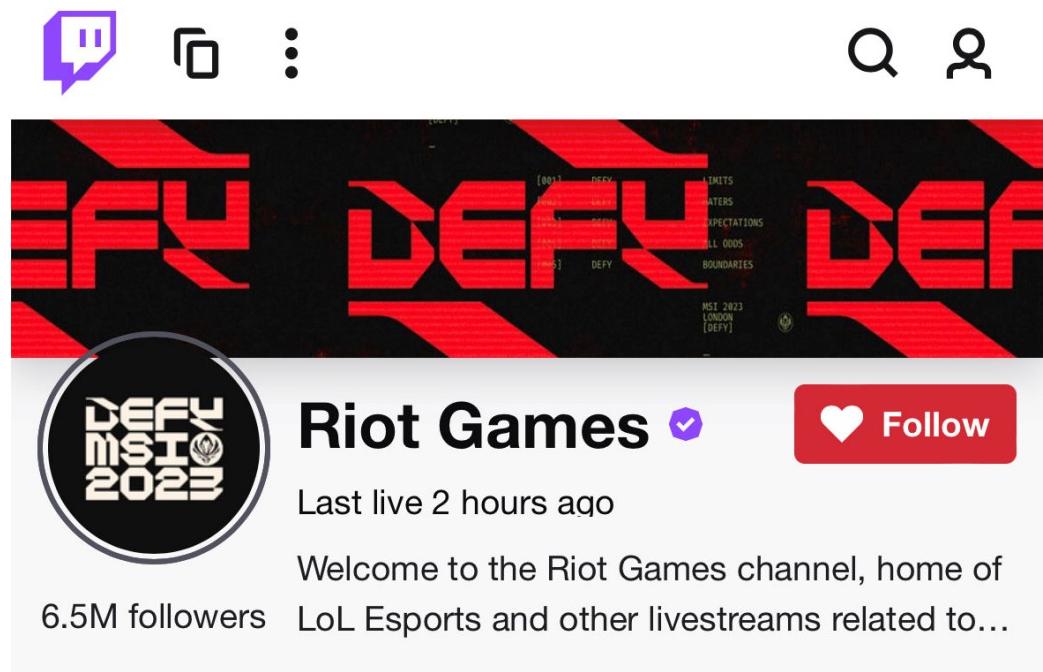
 Video Game Company  Santa Monica, CA
 Joined February 2009

261 Following 2.7M Followers

INSTAGRAM:



TWITCH:



YOUTUBE:

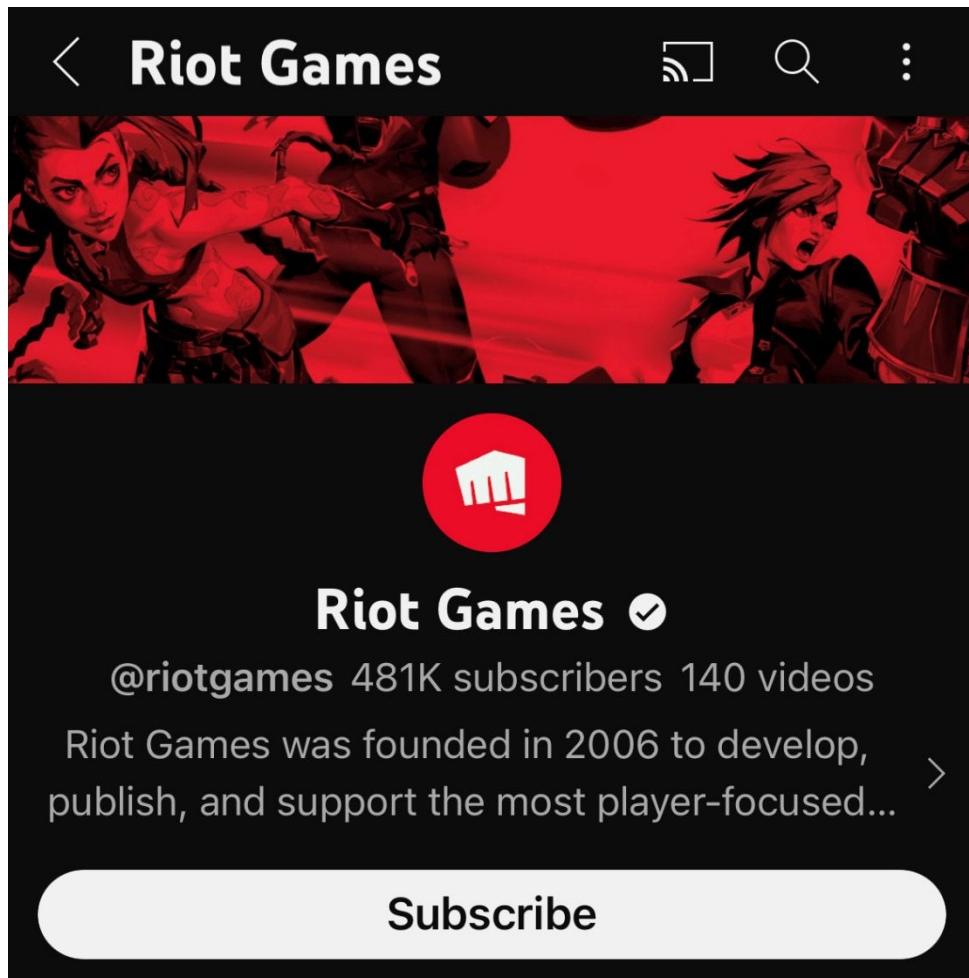


Exhibit 2

United States of America

United States Patent and Trademark Office

RIOT

Reg. No. 4,641,399

Registered Nov. 18, 2014

Corrected Sep. 03, 2019

**Int. Cl.: 9, 16, 25, 28, 38,
41**

Service Mark

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 9: Optical disk-based game software for use on computers; downloadable video game software; optical discs featuring computer games, and computer game-related content; computer programs for use in tracking the status of various users of online interactive gaming services and for matching online game players with other players of all skill levels; Multi-player interactive online computer game programs

FIRST USE 10-21-2008; IN COMMERCE 10-27-2009

CLASS 16: Printed matter, namely, cheat code books, strategy guides for games, instructional leaflets in the field of computer games, manuals for computer games, catalogs featuring computer game merchandise; role playing game equipment in the nature of game book manuals

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012

CLASS 25: clothing, namely, pajamas, sweatshirts, t-shirts, shirts, pants, jackets, shorts, socks, underwear, ties and sweaters; headwear

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012

CLASS 28: Toys, namely, toy action figures and accessories therefor, mechanical action toys, toy vehicles and bendable toy figurines, role-playing games, role playing toys excluding toys for use in psychological evaluation and counseling, collectible toy figures, fantasy character toys, positionable toy figures, talking toys, toy weapons

FIRST USE 9-28-2012; IN COMMERCE 9-28-2012

CLASS 38: providing on-line chat rooms or interactive discussion forums for transmission of messages among the participants of multiplayer games, computer games and activities

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009

CLASS 41: Entertainment services, namely, providing on-line computer games for others over global and local area computer networks; entertainment services, namely, providing information to game players on the performance and scores of other players of interactive online games, as an integral component of online gaming services; providing interactive online computer games via the World Wide Web; providing information about online computer games and video games via the World Wide Web; providing multiplayer interactive games over the World Wide Web; entertainment services, namely, providing tracking of users of online interactive gaming services and matching online game players with other players of



Andrei Iancu

Director of the United States
Patent and Trademark Office

all skill levels, as an integral component of online gaming services; providing a website featuring on-line product trivia, tips and strategies for computer games; fan club services

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

SER. NO. 77-059,016, FILED 12-07-2006

REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office

RIOT GAMES

Reg. No. 4,597,374

Registered Sep. 02, 2014

Corrected Sep. 03, 2019

Int. Cl.: 16, 25, 28

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 16: Printed matter, namely, cheat code books, strategy guides for games, instructional leaflets in the field of computer games, manuals for computer games, catalogs featuring computer game merchandise; role playing game equipment in the nature of game book manuals

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012

CLASS 25: clothing, namely, pajamas, sweatshirts, t-shirts, shirts, pants, jackets, shorts, socks, underwear, ties and sweaters; headwear

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012

CLASS 28: Toys, namely, toy action figures and accessories therefor, mechanical action toys, toy vehicles and bendable toy figurines, role-playing games, role-playing toys excluding toys for use in psychological evaluation and counseling, collectible toy figures, fantasy character toys, positionable toy figures, talking toys, toy weapons

FIRST USE 9-28-2012; IN COMMERCE 9-28-2012

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

No claim is made to the exclusive right to use the following apart from the mark as shown:
"GAMES"

SER. NO. 77-058,994, FILED 12-07-2006



Andrei Iancu

Director of the United States
Patent and Trademark Office

REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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United States of America

United States Patent and Trademark Office



Reg. No. 4,667,930

Registered Jan. 6, 2015

Int. Cls.: 16, 25, and 28

TRADEMARK

PRINCIPAL REGISTER

RIOT GAMES, INC. (DELAWARE CORPORATION)
2450 BROADWAY
SANTA MONICA, CA 90404

FOR: PRINTED MATTER, NAMELY, CHEAT CODE BOOKS, COMIC BOOKS, TRADING CARDS, STRATEGY GUIDES FOR GAMES, MANUALS FOR COMPUTER GAMES, CATALOGS FEATURING COMPUTER GAME MERCHANDISE, PHOTOGRAPHS AND PRINTS, STICKERS, POSTERS, TEMPORARY TATTOOS; ROLE PLAYING GAME EQUIPMENT IN THE NATURE OF GAME BOOK MANUALS, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012.

FOR: CLOTHING, NAMELY, PAJAMAS, SWEATSHIRTS, T-SHIRTS, SHIRTS, PANTS, JACKETS, SHORTS, GLOVES, SCARVES, POLO SHIRTS, BUTTON DOWN SHIRTS, UNDERWEAR, TIES AND SWEATERS; HEADWEAR, IN CLASS 25 (U.S. CLS. 22 AND 39).

FIRST USE 9-2-2012; IN COMMERCE 9-2-2012.

FOR: TOYS AND GAMES, NAMELY, TOY ACTION FIGURES AND ACCESSORIES THEREFOR, MECHANICAL ACTION TOYS, TOY VEHICLES, BENDABLE AND POSITIONABLE TOY FIGURINES, ROLE-PLAYING GAMES AND TOYS THEREFOR, BOARD GAMES, CARD GAMES, COLLECTABLE TOY FIGURES, FANTASY CHARACTER TOYS, TALKING TOYS, TOY WEAPONS; STUFFED AND PLUSH TOYS; STAND ALONE VIDEO GAME MACHINES; PLAYING CARDS; CHRISTMAS TREE ORNAMENTS, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

FIRST USE 9-28-2012; IN COMMERCE 9-28-2012.

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GAMES", APART FROM THE MARK AS SHOWN.

THE MARK CONSISTS OF THE WORDING "RIOT GAMES", WITH THE WORD "RIOT" APPEARING IN FRONT OF AN OVAL-SHAPED BACKGROUND WITH A FIST DESIGN REPLACING THE DOT OVER THE LETTER "I". THE WORD "GAMES" APPEARS BENEATH THE WORD "RIOT" IN CAPITAL LETTERS.



Michelle K. Lee
Deputy Director of the United States
Patent and Trademark Office

Reg. No. 4,667,930 SN 85-567,105, FILED 3-12-2012.

ALEX KEAM, EXAMINING ATTORNEY

**REQUIREMENTS TO MAINTAIN YOUR FEDERAL
TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE
DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

Requirements in the First Ten Years*

What and When to File:

First Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. *See 15 U.S.C. §§1058, 1141k.* If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.

Second Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between the 9th and 10th years after the registration date.*
See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

**The United States Patent and Trademark Office (USPTO) will NOT send you any future notice or
reminder of these filing requirements.**

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the USPTO. The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. *See 15 U.S.C. §§1058, 1141k.* However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. *See 15 U.S.C. §1141j.* For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office

RIOT TABLETOP

Reg. No. 6,284,055

Registered Mar. 02, 2021

Int. Cl.: 28

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 28: Equipment sold as a unit for playing tabletop games; tabletop games

FIRST USE 9-16-2020; IN COMMERCE 9-16-2020

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4146255, 4641399, 4597374

No claim is made to the exclusive right to use the following apart from the mark as shown: "TABLE TOP"

SER. NO. 88-567,532, FILED 08-05-2019



Dennis H. Hultsch

Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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United States of America

United States Patent and Trademark Office



RIOT TABLETOP

Reg. No. 6,284,080

Registered Mar. 02, 2021

Int. Cl.: 28

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 28: Equipment sold as a unit for playing tabletop games; tabletop games

FIRST USE 9-16-2020; IN COMMERCE 9-16-2020

The mark consists of the wording "RIOT TABLETOP" in stylized font with a fist design on a shaded circular background above the wording.

OWNER OF U.S. REG. NO. 4641399, 4109440, 4233498

No claim is made to the exclusive right to use the following apart from the mark as shown: "TABLE TOP"

SER. NO. 88-577,439, FILED 08-13-2019



A handwritten signature in black ink.

Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America
United States Patent and Trademark Office

RIOT GAMES

Reg. No. 4,109,440

RIOT GAMES, INC. (DELAWARE CORPORATION)
2450 BROADWAY
SANTA MONICA, CA 90404

Registered Mar. 6, 2012

Corrected July 31, 2012
Int. Cls.: 9, 38 and 41
FOR: OPTICAL DISK-BASED GAME SOFTWARE FOR USE ON COMPUTERS; DOWNLOADABLE VIDEO GAME SOFTWARE; OPTICAL DISCS FEATURING COMPUTER GAMES, AND COMPUTER GAME-RELATED CONTENT; COMPUTER PROGRAMS FOR USE IN TRACKING THE STATUS OF VARIOUS USERS OF ONLINE INTERACTIVE GAMING SERVICES AND FOR MATCHING ONLINE GAME PLAYERS WITH OTHER PLAYERS OF ALL SKILL LEVELS; MULTI-PLAYER INTERACTIVE ONLINE COMPUTER GAME PROGRAMS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

TRADEMARK

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

SERVICE MARK

FOR: PROVIDING ON-LINE CHAT ROOMS OR INTERACTIVE DISCUSSION FORUMS FOR TRANSMISSION OF MESSAGES AMONG THE PARTICIPANTS OF MULTI PLAYER GAMES, COMPUTER GAMES AND ACTIVITIES, IN CLASS 38 (U.S. CLS. 100, 101 AND 104).

PRINCIPAL REGISTER

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES FOR OTHERS OVER GLOBAL AND LOCAL AREA COMPUTER NETWORKS; PROVIDING A CONTENT MANAGEMENT SYSTEM ENABLING PLAYERS TO VIEW STATISTICAL INFORMATION ON THE PERFORMANCE OF OTHER PLAYERS IN THE FIELD OF MEDIA AND ENTERTAINMENT FOR COMMUNITIES OF PEOPLE THAT PLAY MASSIVELY MULTI PLAYER ONLINE GAMES; PROVIDING INTERACTIVE ONLINE COMPUTER GAMES VIA THE WORLD WIDE WEB; PROVIDING INFORMATION ABOUT ONLINE COMPUTER GAMES AND VIDEO GAMES VIA THE WORLD WIDE WEB; PROVIDING MULTI PLAYER INTERACTIVE GAMES OVER THE WORLD WIDE WEB; PROVIDING TRACKING OF USERS OF ONLINE INTERACTIVE GAMING SERVICES AND MATCHING ONLINE GAME PLAYERS WITH OTHER PLAYERS OF ALL SKILL LEVELS; PROVIDING A WEBSITE FEATURING ON-LINE PRODUCT TRIVIA, TIPS AND STRATEGIES FOR COMPUTER GAMES; FAN CLUB SERVICES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).



David J. Kappos

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

Director of the United States Patent and Trademark Office

Reg. No. 4,109,440 THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GAMES", APART FROM THE MARK AS SHOWN.

SER. NO. 77-982,952, FILED 12-7-2006.

**REQUIREMENTS TO MAINTAIN YOUR FEDERAL
TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE
DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

Requirements in the First Ten Years*

What and When to File:

First Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. *See 15 U.S.C. §§1058, 1141k.* If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.

Second Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between the 9th and 10th years after the registration date.*
See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

**The United States Patent and Trademark Office (USPTO) will NOT send you any future notice or
reminder of these filing requirements.**

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the USPTO. The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. *See 15 U.S.C. §§1058, 1141k.* However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. *See 15 U.S.C. §1141j.* For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office

RIOT GAMES

Reg. No. 6,411,893

Registered Jul. 06, 2021

Int. Cl.: 42

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 42: Computer software design; computer software design and development in the field of video games; providing a website featuring technology that enables users to manage video game software online; software as a service (SaaS) services featuring software for displaying in-game data and scores; software as a service (SaaS) services featuring software for playing video games; software as a service (SaaS) services featuring software for recording video game footage; software as a service (SaaS) services featuring software for taking screenshots of video games; software as a service (SaaS) services featuring software for video game enhancements

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-424,830, FILED 05-10-2019




Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,398,114

Registered Jun. 22, 2021

Int. Cl.: 9

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 9: Downloadable mobile game software; downloadable video game software; downloadable video game programs; video game software downloadable via a global computer network and wireless devices

FIRST USE 4-16-2019; IN COMMERCE 4-16-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-981,578, FILED 04-16-2019



Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,782,705

Registered Jul. 05, 2022

Int. Cl.: 9

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 9: Digital music downloadable from the Internet; downloadable electronic publications, namely, comic books; downloadable music files

FIRST USE 4-16-2019; IN COMMERCE 4-16-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-387,301, FILED 04-16-2019



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 4,233,498

RIOT GAMES, INC. (DELAWARE CORPORATION)
2450 BROADWAY
SANTA MONICA, CA 90404

Registered Oct. 30, 2012

Int. Cls.: 9, 38 and 41

FOR: DOWNLOADABLE MULTI-PLAYER INTERACTIVE COMPUTER GAME PROGRAMS; COMPUTER AND VIDEO GAME SOFTWARE; COMPUTER GAME DISCS; DOWNLOADABLE COMPUTER AND VIDEO GAME SOFTWARE; DOWNLOADABLE ELECTRONIC GAMES VIA THE INTERNET AND WIRELESS DEVICES; DOWNLOADABLE COMPUTER APPLICATION SOFTWARE IN THE FIELD OF GAMES; INTERACTIVE COMPUTER AND VIDEO GAME PROGRAMS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

TRADEMARK

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

SERVICE MARK

FOR: PROVIDING ON-LINE CHAT ROOMS OR INTERACTIVE DISCUSSION FORUMS FOR TRANSMISSION OF MESSAGES AMONG THE PARTICIPANTS OF COMPUTER AND VIDEO GAMES, IN CLASS 38 (U.S. CLS. 100, 101 AND 104).

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

PRINCIPAL REGISTER

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES; PROVIDING INTERACTIVE ON-LINE COMPUTER GAMES; PROVIDING MULTI-PLAYER INTERACTIVE ON-LINE COMPUTER GAMES; PROVIDING INFORMATION ABOUT COMPUTER AND VIDEO GAMES; PROVIDING TEMPORARY USE OF A NON-DOWNLOADABLE CONTENT MANAGEMENT SOFTWARE SYSTEM ENABLING PLAYERS TO VIEW STATISTICAL INFORMATION ON THE PERFORMANCE OF OTHER PLAYERS IN THE FIELD OF COMPUTER AND VIDEO GAMES; PROVIDING TRACKING THE STATUS OF USERS OF ON-LINE INTERACTIVE GAMES AND MATCHING ON-LINE GAME PLAYERS WITH OTHER PLAYERS OF ALL SKILL LEVELS; PROVIDING A WEBSITE FEATURING ON-LINE INFORMATION ABOUT AND STRATEGIES FOR COMPUTER GAMES; FAN CLUB SERVICES; ARRANGING AND CONDUCTING COMPETITIONS FOR VIDEO AND COMPUTER GAME PLAYERS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 10-27-2009; IN COMMERCE 10-27-2009.

OWNER OF U.S. REG. NO. 4,109,440.



David J. Kappos

Director of the United States Patent and Trademark Office

Reg. No. 4,233,498 NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GAMES", APART FROM THE MARK AS SHOWN.

THE MARK CONSISTS OF THE WORDING "RIOT GAMES", WITH THE WORD "RIOT" APPEARING IN FRONT OF AN OVAL-SHAPED BACKGROUND WITH A FIST DESIGN REPLACING THE DOT OVER THE LETTER "I". THE WORD "GAMES" APPEARS BENEATH THE WORD "RIOT" IN CAPITAL LETTERS.

SER. NO. 85-567,079, FILED 3-12-2012.

ALEX KEAM, EXAMINING ATTORNEY

**REQUIREMENTS TO MAINTAIN YOUR FEDERAL
TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE
DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

Requirements in the First Ten Years*

What and When to File:

First Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. *See 15 U.S.C. §§1058, 1141k.* If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.

Second Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between the 9th and 10th years after the registration date.*
See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

**The United States Patent and Trademark Office (USPTO) will NOT send you any future notice or
reminder of these filing requirements.**

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the USPTO. The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. *See 15 U.S.C. §§1058, 1141k.* However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. *See 15 U.S.C. §1141j.* For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,404,044

Registered Jun. 29, 2021

Int. Cl.: 41

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 41: Entertainment services, namely, arranging and conducting live competitions, entertainment exhibitions, and tournaments in the field of video games; entertainment services, namely, providing online non-downloadable video game software for playing online games with ancillary features that allows users to create, modify user created interactive video game content based on the online games, via a global computer networks, the internet and wireless networks; entertainment services, namely, organizing live fan meetings in the fields of entertainment, gaming, video games and e-sports; entertainment services, namely, providing online video games; entertainment services, namely, providing temporary use of non-downloadable video games; organization of video game competitions, exhibitions and tournaments; production of video game software; providing non-downloadable online publications in the nature of comic books, graphic novels and stories featuring scenes and characters based on video games; providing online information about video games; providing online trivia, tips and strategies for video games

FIRST USE 4-16-2019; IN COMMERCE 4-16-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-387,310, FILED 04-16-2019



Dennis H. Hulshoff
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,398,115

Registered Jun. 22, 2021

Int. Cl.: 35

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 35: Online retail store services featuring backpacks, clothing, costumes, figurines, headwear, jewelry, lanyards, mousepads, ornamental pins, plush toys; providing incentive and rewards programs to video game players through issuance and processing of loyalty points to unlock virtual content in online video and computer games

FIRST USE 4-16-2019; IN COMMERCE 4-16-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-981,579, FILED 04-16-2019



Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,398,121

Registered Jun. 22, 2021

Int. Cl.: 42

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 42: Computer software design; computer software design and development in the field of video games; software as a service (SAAS) services featuring software for playing video games; software as a service (SAAS) services featuring software for video game enhancements

FIRST USE 4-16-2019; IN COMMERCE 4-16-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-981,621, FILED 04-16-2019



Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,583,951

Registered Dec. 07, 2021

Int. Cl.: 38

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 38: Broadcasting and streaming of video game play and video game competitions over global communications networks, the internet, and wireless networks

FIRST USE 5-1-2019; IN COMMERCE 5-1-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-387,305, FILED 04-16-2019



Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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United States of America

United States Patent and Trademark Office



Reg. No. 6,583,952

Registered Dec. 07, 2021

Int. Cl.: 38

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 38: Audio broadcasting; broadcasting of audio and video programs over the internet; streaming of audio, visual, and audio/visual material over global communications networks, the internet, and wireless networks; streaming of data; video broadcasting

FIRST USE 5-1-2019; IN COMMERCE 5-1-2019

The mark consists of the wording "RIOT GAMES" in stylized font with a fist design to the left of the wording.

OWNER OF U.S. REG. NO. 4233498, 4667930, 4641399, 4597374, 4109440

No claim is made to the exclusive right to use the following apart from the mark as shown: "GAMES"

SER. NO. 88-387,308, FILED 04-16-2019



Dennis H. Hultsch
Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America
United States Patent and Trademark Office

RIOT PIN

Reg. No. 4,720,579

RIOT GAMES, INC. (DELAWARE CORPORATION)
2450 BROADWAY
SANTA MONICA, CA 90404

Registered Apr. 14, 2015

Int. Cls.: 36 and 42

FOR: ELECTRONIC FUNDS TRANSFER SERVICES; PROVIDING ELECTRONIC PAYMENT SERVICES IN CONNECTION WITH COMPUTER GAMES, IN CLASS 36 (U.S. CLS. 100, 101 AND 102).

FIRST USE 9-25-2014; IN COMMERCE 9-25-2014.

SERVICE MARK

FOR: PROVIDING ELECTRONIC PASSCODES FOR USE IN CONNECTION WITH COMPUTER GAMES, NAMELY, GENERATING ELECTRONIC PERMISSION CODES WHICH ALLOW USERS TO PLAY COMPUTER GAMES, IN CLASS 42 (U.S. CLS. 100 AND 101).

FIRST USE 9-25-2014; IN COMMERCE 9-25-2014.

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

OWNER OF U.S. REG. NOS. 4,109,440, 4,146,255, AND 4,233,498.

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "PIN", APART FROM THE MARK AS SHOWN.

SN 85-749,345, FILED 10-9-2012.

BRIAN PINO, EXAMINING ATTORNEY



Nicelle K. Lee

Director of the United States
Patent and Trademark Office

**REQUIREMENTS TO MAINTAIN YOUR FEDERAL
TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE
DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

Requirements in the First Ten Years*

What and When to File:

First Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. *See 15 U.S.C. §§1058, 1141k.* If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.

Second Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between the 9th and 10th years after the registration date.*
See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. *See 15 U.S.C. §§1058, 1141k.* However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. *See 15 U.S.C. §1141j.* For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America
United States Patent and Trademark Office

RIOT POINTS

Reg. No. 4,146,255

RIOT GAMES, INC. (DELAWARE CORPORATION)
2450 BROADWAY
SANTA MONICA, CA 90404

Int. Cl.: 41

FOR: ENTERTAINMENT SERVICES, PROVIDING VIRTUAL CURRENCY FOR TRANSACTION OF VIRTUAL COMMERCE IN ONLINE VIDEO AND COMPUTER GAMES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

SERVICE MARK

FIRST USE 11-20-2009; IN COMMERCE 11-20-2009.

PRINCIPAL REGISTER

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "POINTS", APART FROM THE MARK AS SHOWN.

SER. NO. 85-430,234, FILED 9-23-2011.

ANDREA K. NADELMAN, EXAMINING ATTORNEY



David J. Kappos

Director of the United States Patent and Trademark Office

**REQUIREMENTS TO MAINTAIN YOUR FEDERAL
TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE
DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

Requirements in the First Ten Years*

What and When to File:

First Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. *See 15 U.S.C. §§1058, 1141k.* If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.

Second Filing Deadline: You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between the 9th and 10th years after the registration date.*
See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

You must file a Declaration of Use (or Excusable Nonuse) **and** an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

**The United States Patent and Trademark Office (USPTO) will NOT send you any future notice or
reminder of these filing requirements.**

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the USPTO. The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. *See 15 U.S.C. §§1058, 1141k.* However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. *See 15 U.S.C. §1141j.* For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office



Reg. No. 6,754,816

Registered Jun. 07, 2022

Int. Cl.: 9

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)
12333 W. Olympic Blvd.
Los Angeles, CALIFORNIA 90064

CLASS 9: Downloadable video game software; downloadable video games; downloadable interactive multimedia video game programs; downloadable video game software; video game software downloadable via a global computer network and wireless devices

FIRST USE 11-16-2021; IN COMMERCE 11-16-2021

The mark consists of the words "RIOT FORGE" in stylized letters beneath a design comprised of a lightning bolt with two triangles in differing sizes on either side.

OWNER OF U.S. REG. NO. 4641399, 4720579, 4597374

SER. NO. 88-715,835, FILED 12-05-2019



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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United States of America
United States Patent and Trademark Office

RIOT FORGE

Reg. No. 6,719,318

Registered May 03, 2022

Int. Cl.: 42

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 42: Computer software design; computer software design and development in the field of video games; software as a service (SaaS) services featuring software for playing video games

FIRST USE 12-5-2019; IN COMMERCE 12-5-2019

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4641399, 4720579, 4597374

SER. NO. 88-576,635, FILED 08-13-2019



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

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United States of America

United States Patent and Trademark Office

RIOT VANGUARD

Reg. No. 6,230,123

Registered Dec. 22, 2020

Int. Cl.: 9

Trademark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 9: Downloadable computer software for identifying, monitoring and reporting cheating in video games; downloadable computer software for monitoring and analyzing video game play; downloadable computer software for monitoring and managing the gaming community to prevent cheating; downloadable computer software for preventing cheating in video games; downloadable computer software for monitoring video game play; downloadable anti-cheat computer software for preventing video gamers from utilizing cheat codes; downloadable computer software for video games in order to prevent players from obtaining an unfair advantage by using third-party tools

FIRST USE 4-7-2020; IN COMMERCE 4-7-2020

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4641399, 4720579, 4597374

SER. NO. 88-878,678, FILED 04-20-2020



Andrei Iancu

Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

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United States of America

United States Patent and Trademark Office

RIOT VANGUARD

Reg. No. 6,230,125

Registered Dec. 22, 2020

Int. Cl.: 42

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 42: Providing temporary use of non-downloadable computer software for identifying, monitoring and reporting cheating in video games; providing temporary use of non-downloadable computer software for monitoring and analyzing video game play; providing temporary use of non-downloadable computer software for monitoring and managing the gaming community to prevent cheating; providing temporary use of non-downloadable computer software for preventing cheating in video games; providing temporary use of non-downloadable computer software for monitoring video game play; providing temporary use of non-downloadable computer software for preventing video gamers from utilizing cheat codes; providing temporary use of non-downloadable computer software in order to prevent players from obtaining an unfair advantage by using third-party tools

FIRST USE 4-7-2020; IN COMMERCE 4-7-2020

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4641399, 4720579, 4597374

SER. NO. 88-878,685, FILED 04-20-2020



Andrei Iancu
Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- ***Second Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.

United States of America

United States Patent and Trademark Office

RIOT VANGUARD

Reg. No. 6,230,124

Registered Dec. 22, 2020

Int. Cl.: 41

Service Mark

Principal Register

Riot Games, Inc. (DELAWARE CORPORATION)

12333 W. Olympic Blvd.

Los Angeles, CALIFORNIA 90064

CLASS 41: Electronic game services utilizing anti-cheat software provided by means of the internet; entertainment services, namely, providing temporary use of non-downloadable video games utilizing anti-cheat software

FIRST USE 4-7-2020; IN COMMERCE 4-7-2020

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4641399, 4720579, 4597374

SER. NO. 88-878,681, FILED 04-20-2020



Andrei Iancu

Director of the United States
Patent and Trademark Office



REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- ***First Filing Deadline:*** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
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Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

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Exhibit 3



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Word Mark	RIOT PWR
Goods and Services	IC 028. US 022 023 038 050. G & S: Peripherals adapted for use with computing devices, namely, video game controllers for mobile computing devices
Mark Drawing Code	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
Design Search Code	01.15.02 - Electricity ; Lightning ; Sparks (jagged lines)
Serial Number	97129377
Filing Date	November 17, 2021
Current Basis	1B
Original Filing Basis	1B
Published for Opposition	April 19, 2022
Owner	(APPLICANT) T2M , LLC LIMITED LIABILITY COMPANY MINNESOTA 2440 Kyle Avenue Golden Valley MINNESOTA 55422
Attorney of Record	MATTHEW DOOLEY
Description of Mark	Color is not claimed as a feature of the mark. The mark consists of a combination of stylized wording and design, presented in a vertical orientation, consisting of the word "RIOT" sitting vertically on top of a horizontally presented and smaller word "PWR". Inside the "O" of "RIOT" is the design of a vertically oriented lightning bolt.
Type of Mark	TRADEMARK
Register	PRINCIPAL
Live/Dead Indicator	LIVE

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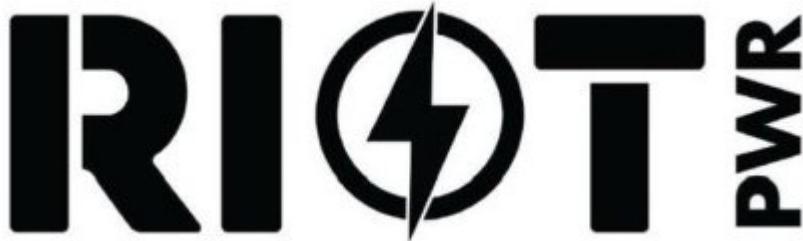
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Word Mark	RIOT PWR
Goods and Services	IC 028. US 022 023 038 050. G & S: Peripherals adapted for use with computing devices, namely, video game controllers for mobile computing devices
Mark Drawing Code	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
Design Search Code	01.15.02 - Electricity ; Lightning ; Sparks (jagged lines)
Serial Number	90780311
Filing Date	June 17, 2021
Current Basis	1B
Original Filing Basis	1B
Published for Opposition	April 19, 2022
Owner	(APPLICANT) T2M , LLC LIMITED LIABILITY COMPANY MINNESOTA 2440 Kyle Avenue Golden Valley MINNESOTA 55422
Attorney of Record	MATTHEW DOOLEY
Description of Mark	The mark consists of a combination of stylized wording and design, presented in a horizontal orientation, consisting of the word "RIOT" sitting horizontally adjacent to a vertically presented and smaller word "PWR". Inside the "O" of "RIOT" is the design of a vertically oriented lightning bolt.
Type of Mark	TRADEMARK
Register	PRINCIPAL
Live/Dead Indicator	LIVE

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OR to record: **Record 3 out of 10**

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Word Mark	RIOT PWR
Goods and Services	IC 028. US 022 023 038 050. G & S: Peripherals adapted for use with computing devices, namely, video game controllers for mobile computing devices
Mark Drawing Code	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
Design Search Code	01.15.02 - Electricity ; Lightning ; Sparks (jagged lines)
Serial Number	90780248
Filing Date	June 17, 2021
Current Basis	1B
Original Filing Basis	1B
Published for Opposition	April 19, 2022
Owner	(APPLICANT) T2M, LLC LIMITED LIABILITY COMPANY MINNESOTA 2440 Kyle Avenue Golden Valley MINNESOTA 55422
Attorney of Record	MATTHEW DOOLEY
Description of Mark	Color is not claimed as a feature of the mark. The mark consists of a combination of stylized wording and design, presented in a vertical orientation, consisting of the word "RIOT" sitting vertically on top of a horizontally presented and smaller word "PWR". Inside the "O" of "RIOT" is the design of a horizontally oriented lightning bolt.
Type of Mark	TRADEMARK
Register	PRINCIPAL
Live/Dead Indicator	LIVE

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Exhibit 4

Exhibit 3

Townley, F.

04/12/23

@ptus

Ticket #: 46725021

" ho appena acquistato un controller rotor riot per iphone mala batteria interna carica solo se connessa al telefono,e solo fino al primo led rosso.chiedevo se normale o dovrebbe come penso caricare al max quando non connesso al telefono.grazie."

Translated: "i just bought a riot rotor controller for iphone but the internal battery only charges when connected to the phone, and only until the first red led. i was wondering if normal or should as i think it charges to max when not connected to the phone. thanks."

Ticket #: 74400799

"Bonjour j'ai acheter une manette rotor riot Lightning sur le site Apple le 09/08/2021. Aujourd'hui je rencontre de gros problème lors de son utilisation la gâchette inférieur gauche génère un problème de mauvais contact et ne fonctionne plus correctement. Le produit étant encore sous garantie que pouvez-vous faire pour moi! Ma référence de commande Apple est le W792802381"

Translated: "Hello, I bought a riot Lightning rotor controller on the Apple site on 08/09/2021. Today I have a big problem when using the lower left trigger generates a problem of poor contact and no longer works correctly. The product is still under warranty what can you do for me!"

My Apple order reference is W792802381"